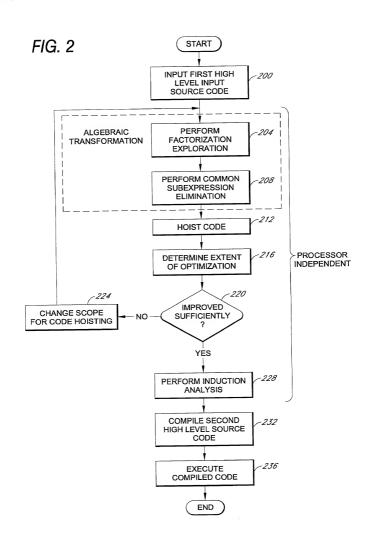


FIG. 1



```
if (out_compute == 255) {
    if (comp_edge_pixels [ (x<4) %3) *3+ (y-2) %3 ] <comp_edge_middle) out_compute=0 :</pre>
                                                                                                                                                                                                                                                                                                                               if (comp_edge_pixels [ ( (x-5) %3) *3+ (y-4) %3] <comp_edge_middle) out_compute=0;
                                                                                                                                                                                                                                                                    if (comp_edge_pixels [ ( (x-4) %3) *3+ (y-4) %3] <comp_edge_middle) out_compute=0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      max13 (abs (gauss_xy_pixels [ ( (x-2) %3) *3+ (y-1) %3 ]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              max13 (abs (gauss_xy_pixels [ ( (x-3) %3) *3+ (y-3) %3 ]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        max13 (abs (gauss_xy_pixels [ ( (x-2) %3) *3+ (y-3) %3 ]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               gauss_xy_middle), maxdiff_compute);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 gauss_xy_middle), maxdiff_compute);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       - gauss_xy_middle), maxdiff_compute);
                                                                                                if ((x-3) >=1 && (x-5) <=N-2 && (y-2) >=1 && (y-3) <=M-2) { if ((x-5) >=1 && (y-3) >=1 }
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                if ((x-3) <= N-2 && (y-2) <= (M-2)) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         maxdiff compute =
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              maxdiff compute =
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                maxdiff compute =
for (y=0; y<M+3; ++y) {
for (x=0; x<N+5; ++x) {
```

```
FIG. 4
                                                                                                                                                                                                                                                                                                                                                if (comp_edge_pixels [ csexmin4mod3x3 +cseymin4mod3 ] <comp_edge_middle) out_compute=0;
                                                                                                                                                                                                                                                                                                                                                                                                          if (comp_edge_pixels [ ( (x-5) %3 ) *3 + (cseymin4mod3) <comp_edge_middle) out_compute=0;
                                                                                                                                                                                                             coexmindmod3 = ((x4) \%3)*2; cseymindmod3 = (y4) \%3; if (comp\_edge\_pixels [ csexmin4mod33 + <math>(y-2) \%3 ] <br/>if (comp\_edge\_pixels [ csexmin4mod3x3 + <math>(y-2) \%3 ] <br/><br/>comp_edge_pixels [ csexmin4mod3x3 + (y-2) \%3 ] <br/>comp_edge_middle) out_compute=0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    max13 (abs (gauss_xy_pixels [ csexmin2mod3x3 + cseymod3 ]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         max13 (abs (gauss_xy_pixels [ csexmin2mod3x3 + ( y-1) %3 ]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            max\overline{13} (abs (gauss_xy_pixels [ (x%3) *3 + cseymod3 ]

    gauss_xy_middle), maxdiff_compute);

                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           gauss_xy_middle), maxdiff_compute);

    gauss xy_middle), maxdiff_compute);

                                                                                                            if (x>=4 && x<=N+3 && y>=3 && y<=M+1) { if (x-5) >=1 && (y-3) >=1) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              } ((x-3) <=N-2 && (y-2) <= (M-2)) { csexmin2mod3x3 = ((x-2) %3) *3; cseymod3 = y%3; /* = (y-3) %3 */
                                                                                                                                                                                         if (out_compute == 255)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             maxdiff_compute =
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             maxdiff compute =
           for (y=0; y<M+3; ++y) {
for (x=0; x<N+5; ++x) {
```

```
distributivity: (x + 4) \%3 = (x\%3 + 4\%3) \%3

constant folding: = (x\%3 + 1) \%3

constant unfolding: = (x\%3 + 1\%3) \%3

invert distributivity: = (x + 1 - \%3)
```

modulo expansion: (x+2) %3 = 3 - x%3 - (x=1) %3

(a)

(p)

```
FIG. 6
                                                                                                                                                                                                                                                                                                       cseymin4mod3x3 = ( (x4) %3) *3; if (comp_edge_pixels [ csexmin4mod3x3 + cseymin2mod3 ] <comp_edge_middle) out_compute=0;
                                                                                                                                                                                                                                                                                                                                                                                    if (comp_edge_pixels [ csexmin4mod3x3 +cseymin4mod3 ] <comp_edge_middle) out_compute=0;
                                                                                                                                                                                                                                                                                                                                                                                                                                      if (comp_edge_pixels [ ( (x-5) %3 ) *3 + cseymin4mod3 ] <comp_edge_middle) out_compute=0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               fr ((x-3) <=N-2 && (y-2) <= (M-2) ) {
    csexminZmod3x3 = ( (x-2) %3) *3;
    maxdiff compute (abs (gauss_xy_pixels [ csexmin2mod3x3 + cseymin1mod3]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               max13 (abs (gauss_xy_pixels [ csexmin2mod3x3 + cseymod3 ]

    gauss_xy_middle), maxdiff_compute);

                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          - gauss_xy_middle), maxdiff_compute);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           gauss_xy_middle), maxdiff_compute);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              max13 (abs (gaus_xy_pixels [ (x%3) *3 + cseymod3
                                                                                                                                                                                                               if (x>=4 && x<=N+3 && y>=3 && y<=M+1) {
                                                                                                                                                                                                                                                                               if (out_compute == 255)
                                                                                                                                                                                                                                          if ((x-5)>=1 && (y-3)>=1) {
                                                         cseymin1mod3 = (y-1) %3;
cseymin2mod3 = (y-2) %3;
cseymin4mod3 = (y-4) %3;
for (x=0; x<N+5; ++x) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          maxdiff compute =
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    maxdiff compute =
for (v=0; v<M+3; ++y) {
                              cseymod3 = y%3;
```

```
FIG. 7
                                                                                                                                                                                                                                                                         if (comp_edge_pixels [ csexmin4mod3x3 +cseymin1mod3 ] <comp_edge_middle) out_compute=0;
                                                                                                                                                                                                                                                                                                                                                                                                       if (comp_edge_pixels [ ( (x-5) %3 ) *3 + (cseymin1mod3) <comp_edge_middle) out_compute=0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               fi (x-3) <=N-2 && (y-2) <= (N-2)) {
    csexmin/2mod3x3 = ( (x-2) %3) *3;
    maxdiff compute = xy_pixels [csexmin2mod3x3 + cseymin1mod3]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             max13 (abs (gauss_xy_pixels [ osexmin2mod3x3 + cseymod3 ] gauss_xy_middle), maxdiff_compute);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 gauss_xy_middle), maxdiff_compute);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    gauss_xy_middle), maxdiff_compute);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     max\overline{13} (abs (gaus_xy_pixels [ (x%3) *3 + cseymod3 ]
                                                                                                                                                                                             if (x>=4 && x<=N+3 && y>=3 && y<=M+1) {
if ((x-5)>=1 && (y-3)>=1) {
if (out_compute == 255) {
                                                                                                              cseymin2mod3 = 3-cseymod3-cseymin1mod3;
                                                        cseymin1mod3 = cseymod3;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       maxdiff compute =
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     maxdiff compute =
                                                                                                                                                 for (x=0; x<N+5; ++x) {
                            for (y=0; y<M+3; ++y) {
                                                                                     csevmod3 = v%3;
cseymod3 = -1;
```

```
DOYSOLDS . DEIANI
```

```
if (comp_edge_pixels [csexmin4mod3x3 + cseymin2mod3] <comp_edge_middle) out_compute=0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     if (comp_edge_pixels [csexmin5mod3x3 +cseymin1mod3] <comp_edge_middle) out_compute=0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                if (comp_edge_pixels [ csexmin4mod3x3 +cseymin1mod3 ] <comp_edge_middle) out_compute=0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               max13 (abs (gauss_xy_pixels [ csexmin2mod3x3 + cseymin1mod3 ]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 max13 (abs (gauss_xy_pixels [ csexmin2mod3x3 + cseymod3 ]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    max13 (abs (gaus_xy_pixels [ csexmod3x3 + cseymod3 ]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              gauss_xy_middle), maxdiff_compute);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    gauss_xy_middle), maxdiff_compute);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        - gauss_xy_middle), maxdiff_compute);
                                                                                                                                                                                                               if (x>=4 && x<=N+3 && y>=3 && y<=M+1) {
                                                                                                                     cseymin2mod3 = 3-cseymod3-cseymin1mod3; for (x=0; x<N+5; ++x) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  if ((x-3) <=N-2 && (y-2) <= (M-2)) {
                                                                                                                                                                                                                                           csexmod3x3 = (x%3)*3;
csexmin2mod3x3 = (x~2)%3)*3;
cseymin4mod3x3 = ((x-4)%3)*3;
csexmin5mod3x3 = ((x-5)%3)*3;
                                                                                                                                                                                                                                                                                                                                                                        if ((x-5)>=1 && (y-3)>=1) {
if (out_compute == 255)
                            for (y=0; y<M+3; ++y) { cseymin1mod3 = cseymod3;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      maxdiff compute =
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           maxdiff_compute =
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     maxdiff compute =
                                                                                         cseymod3 = y%3;
cseymod3 = -1;
```

```
if (comp_edge_pixels [ csexmin4mod3x3 + cseymin2mod3 ] <comp_edge_middle) out_compute=0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                        if (comp_edge_pixels [ csexmin5mod3x3 +cseymin1mod3 ] <comp_edge_middle) out_ compute=0;
                                                                                                                                                                                                                                                                                                                                                                                                             if (comp_edge_pixels [ csexmin4mod3x3 +cseymin1mod3 ] <comp_edge_middle) out_compute=0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    max13 (abs (gauss_xy_pixels [ csexmin2mod3x3 + cseymin1mod3 ]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     max13 (abs (gauss_xy_pixels [ csexmin2mod3x3 + cseymod3 ]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  max13 (abs (gaus_xy_pixels [ csexmod3x3 + cseymod3 ]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             gauss_xy_middle), maxdiff_compute);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              gauss_xy_middle), maxdiff_compute);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             gauss_xy_middle), maxdiff_compute);
                                                                                                                                                                                                                                                                                        if (x>=4 && x<=N+3 && y>=3 && y<=M+1) {
    if ((x-5)>=1 && (y-3)>=1) {
        if (out_compute == 255) {
                                                                        if ((x-3) <=N-2 && (y-2) <= (M-2)) {
                        for (y=0; y<M+3; ++y) {
cseymin1mod3 = cseymod3;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               maxdiff compute =
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             maxdiff compute =
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             maxdiff compute =
cseymod3 = -1;
```

```
if (comp_edge_pixels [ csexmin1mod3x3 + cseymin2mod3 ] <comp_edge_middle) out_compute=0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          if (comp_edge_pixels [ csexmin2mod3x3 +cseymin1mod3 ] <comp_edge_middle) out_compute=0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           if (comp_edge_pixels [ csexmin1mod3x3 +cseymin1mod3] <comp_edge_middle) out_compute=0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              max13 (abs (gauss_xy_pixels [ csexmin2mod3x3 + cseymin1mod3 ]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  max13 (abs (gauss_xy_pixels [ csexmin2mod3x3 + cseymod3 ]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      max13 (abs (gaus_xy_pixels [ csexmod3x3 + cseymod3 ]

    gauss_xy_middle), maxdiff_compute);

                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           gauss_xy_middle), maxdiff_compute);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               gauss_xy_middle), maxdiff_compute);
                                                                                                                                                                                                                                                                                          csexmin2mod3x3 = 9-csexmod3x3-csexmin1mod3x3;
                                                                                                                                                                                                                                                                                                                                                     if (x>=4 && x<=N+3 && y>=3 && y<=M+1) {
                                                                                       cseymod3 = y%3;
cseymin2mod3 = 3-cseymod3-cseymin1mod3;
csexmod3x3 = -3;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                if ((x-3) \le N-2 & (y-2) \le (M-2)) {
                                                                                                                                                                                                                             csexmin1mod3x3 = csexmod3x3;
                                                                                                                                                                                                                                                                                                                                                                                  if ((x-5)>=1 && (y-3)>=1) {
if (out compute == 255)
                                                                                                                                                                                                                                                             csexmod3x3 = (x%3)*3;
                                for (y=0; y<M+3; ++y) {
cseymin1mod3 = cseymod3;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    maxdiff compute =
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     maxdiff compute =
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             maxdiff compute =
                                                                                                                                                                                            for (x=0; x<N+5; ++x) {
cseymod3 = -1;
```

```
+ cseymin1mod3] = gauss_xy_compute;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      + cseymin2mod3] = maxdiff_compute;
                                                                                                                                                                                                                                                                                                                                                                                                                                      + (csexmin3x2 + cseymod2) / 160*256 + 96]
= comp_edge_pixels [ csexmod3x3
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          + (csexmin1x2 + cseymin1mod2) / 64*256]
                                                                                                                                                                                                                                                                                          csexmin2mod3x3 = 6-csexmod3x3 - csexmin1mod3x3; \\ csexmin1x2 = (x-1)*2; \\ csexmin3x2 = csexmin1x24; 
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       if (x>=1 && x<N+1 && y>=1 && y<=M) tmparray [ (csexmin1x2 + cseymin1mod2) %64
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    = gauss_xy_pixels [ csexmin1mod3x3
                                                                          cseymod3 = y%3;
cseymin2mod3 = 3-cseymod3 - cseymin1mod3;
                                                                                                                                                                                                                                                                                                                                                                                                                        tmparray [ (csexmin3x2 + cseymod2) %160
                                                                                                                                                                                                                                                                                                                                                                                                 if (x>=3 && x<N+3 && y>=2 && y<=M+2)
                                                                                                                                                                                                                                           csexmin1mod3x3 = csexmod3x3;
                                                                                                                                                                                     cseymod2 = 1 - cseymin1mod2;
                                                                                                                                                                                                                                                                     csexmod3x3 = (x\%3)*3;
                                                   csevmin1mod3 = cseymod3;
                                                                                                                                                           cseymin1mod2 = (y-1) %2;
                                                                                                                                                                                                               for (x=0; x<N+5; ++x) {
cseymod3 = -1;
for (y=0; y<M+3; ++y) {
                                                                                                                                 csexmod3x3 = -3;
```

```
cseymod3 = -1;
for (y=0; y < M+3; ++y) {
```

```
if (csexx2mod160_1_2>=160) { csexx2mod160_1_2 -= 160 ; csexx2div160_1_2 ++ ; }
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        + cseymin1mod3] = gauss_xy_compute;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                + cseymin2mod3] = maxdiff_compute;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               = gauss_xy_pixels [ csexmin1md3x3 = gauss_xy_pixels [ csexmin1md3x3
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           csexmin2mod3x3 = 9 - csexmod3x3 - csexmin1mod3x3;
csexx2mod160 1 2 += 2;
csexmin1x2 = (x-1) 2;
csexmin3x2 = csexmin1x2 - 4;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             tmparray [ ( (csexmin1x2 + cseymin1mod2) &63)
                                                                                                                                                                                                      If (cseymod3 >= 3) { cseymod3 == 3;} cseymin2mod3 = 3-cseymod3 - cseymin1mod2 = (y-1) &1;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      if (x>= 1 && x<N+1 && y>=1 && y<=M)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    if (csexmod3 >= 3) { csexmod3 -= 3;}
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    csexmin1mod3x3 = csexmod3x3:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  \frac{1}{3} \frac{1}
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         csexmod3x3 = csexmod3 * 3;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        cseymod2 = 1 - cseymin1mod2;
cseymin1mod3 = cseymod3;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     csexmod3 ++;
                                                                                                                       csevmod3 ++:
```

